

## RESPONDING TO 1 HEART

Limit Raise • Preemptive Raise • Jacoby 2N

BID	PTS	SHAPE OF HAND
4♥	3-9	5+♥. <i>Preemptive raise.</i>
3NT	13-16	2♥. <i>Balanced.</i>
3♥	10-12	4+♥. <i>Limit Raise.</i>
3♦	17+	5+♦. <i>Strong Jump Shift. Slam interest.</i>
3♣	17+	5+♣. <i>Strong Jump Shift. Slam interest.</i>
2NT	13-??	4+♥. <i>Jacoby 2N.<sup>1</sup> Alert.</i>
2♠	17+	5+♠. <i>Strong Jump Shift. Slam interest.</i>
2♥	6-9	3+♥. <i>Weak with support.</i>
2♦	10+	4+♦. <i>Forcing if unpassed hand.</i>
2♣	10+	4+♣. <i>Forcing if unpassed hand.</i>
1NT	6-9	0-2♥. <i>Weak without support.</i>
1♠	6+	4+♠. <i>Forcing if unpassed hand.</i>

<sup>1</sup> Some partnerships: 10-12 high card points, balanced.

## RESPONDING TO 1 SPADE

Limit Raise • Preemptive Raise • Jacoby 2N

BID	PTS	SHAPE OF HAND
4♠	3-9	5+♠. <i>Preemptive raise.</i>
3NT	13-16	2♠. <i>Balanced.</i>
3♠	10-12	4+♠. <i>Limit Raise.</i>
3♥	17+	5+♥. <i>Strong Jump Shift. Slam interest.</i>
3♦	17+	5+♦. <i>Strong Jump Shift. Slam interest.</i>
3♣	17+	5+♣. <i>Strong Jump Shift. Slam interest.</i>
2NT	13-??	4+♠. <i>Jacoby 2N.<sup>1</sup> Alert.</i>
2♠	6-9	3+♠. <i>Weak with support.</i>
2♥	10+	5+♥. <i>Forcing if unpassed hand.</i>
2♦	10+	4+♦. <i>Forcing if unpassed hand.</i>
2♣	10+	(3)4+♣. <i>Forcing if unpassed hand.</i>
1NT	6-9	0-2♠. <i>Weak without support.</i>

<sup>1</sup> Some partnerships: 10-12 high card points, balanced.

## Responding to a No Trump Opener

Responder must direct partnership to the final contract and opener must follow responders directions.

### RESPONDING TO 1 NO TRUMP

Stayman • Major Suit Transfers • Gerber • Quant 4N

BID	PTS	SHAPE OF HAND
4NT	16-17	Balanced. <sup>1</sup> <i>Quantitative. Invites slam.</i>
4♣	18+	<i>Gerber. Asks for aces.</i>
3NT	10-15	Balanced. <sup>1</sup>
3♦	8-9	6+♦ (2+ honors). <i>Invites game.</i>
3♣	8-9	6+♣ (2+ honors). <i>Invites game.</i>
2NT	8-9	Balanced. <sup>1</sup> <i>Invites game.</i>
2♥	0+	5+♠. <i>Transfer to 2♠. Announce.</i>
2♦	0+	5+♥. <i>Transfer to 2♥. Announce.</i>
2♣	8+	4Maj, 4:4Maj, or 5:4Maj. <i>Stayman.</i>

<sup>1</sup> *Balanced:* May have a five card minor.

### RESPONDING TO 2 NO TRUMP

Stayman • Major Suit Transfers • Gerber • Quant 4N

BID	PTS	SHAPE OF HAND
4NT	11-12	Balanced. <sup>1</sup> <i>Quantitative. Invites slam.</i>
4♣	13+	<i>Gerber. Asks for aces.</i>
3NT	4-10	Balanced. <sup>1</sup>
3♥	0+	5+♠. <i>Transfer to 3♠. Announce.</i>
3♦	0+	5+♥. <i>Transfer to 3♥. Announce.</i>
3♣	4+	4Maj, 4:4Maj, or 5:4Maj. <i>Stayman</i>

<sup>1</sup> *Balanced:* May be unbalanced with minors.

#### QUANTITATIVE 4NT

Any jump to 4NT over a natural 1NT or 2NT bid.

#### BLACKWOOD 4NT

A bid of 4NT after partners have agreed on a trump suit.  
*Explicit if both partners have bid the same suit.*  
*Implicit after a natural suit bid or a Jacoby 2NT.*

#### GERBER

Any jump to 4♣ over a natural 1NT or 2NT bid.  
A bid of 4♣ after the Stayman convention.

## BASIC BIDDING CHEAT SHEET

LAST REVISED ON SEPTEMBER 5, 2018

Based on a variation of the American Standard Bidding System.

SHADED BIDS ARE ARTIFICIAL BIDS  
SHADED POINTS ARE HIGH CARD POINTS

GAME CONTRACT	TRICKS	POINTS
3 No Trump	6 + 3 = 9	25+ HCP
4 in a Major (♥ or ♠)	6 + 4 = 10	26+
5 in a Minor (♣ or ♦)	6 + 5 = 11	28+

### OPENING BIDS

Better of Minors • Five Card Majors  
Strong Two Clubs • Weak Twos • Preemptive Threes

BID	PTS	SHAPE OF HAND
3NT	25-27	Balanced. <sup>2</sup> All 4 suits stopped.
3♠	7-12	7+♠, 0-3♥. <i>Preempt.<sup>4</sup></i>
3♥	7-12	7+♥, 0-3♠. <i>Preempt.<sup>4</sup></i>
3♦	7-12	7+♦, 0-3♥, 0-3♠. <i>Preempt.<sup>4</sup></i>
3♣	10-12	6+♣ (2+ honors). <i>Preempt/Weak Two.<sup>3,4</sup></i>
2NT	20-21	Balanced. <sup>2</sup> All 4 suits stopped.
2♠	7-12	6+♠ (2+ honors), 0-3♥. <i>Weak Two.<sup>3</sup></i>
2♥	7-12	6+♥ (2+ honors), 0-3♠. <i>Weak Two.<sup>3</sup></i>
2♦	7-12	6+♦ (2+ honors), 0-3Maj. <i>Weak Two.<sup>3</sup></i>
2♣	22-24	Balanced. <sup>2</sup> <i>Rebid 2N. Strong.</i>
	22+	5+ suit (2+ honors). <i>Rebid suit. Strong.</i>
1NT	15-17	Balanced. <sup>2</sup> 3+ suits stopped. <i>Announce.</i>
1♠	13-21 <sup>1</sup>	5+♠.
1♥	13-21 <sup>1</sup>	5+♥, 0-4♠.
1♦	13-21 <sup>1</sup>	(3)4+♦, 0-4Maj.
1♣	13-21 <sup>1</sup>	3+♣, 0-3♦, 0-4Maj.

<sup>1</sup> *Third Seat:* Can open with 11-21.

<sup>2</sup> *Balanced:* May have a five card minor.

<sup>3</sup> *Weak Two:* 5+ tricks. *If vul:* 6+ tricks (10-12 points).

<sup>4</sup> *Preempt:* 6+ tricks. *If vul:* Open weak two.

POINTS	RESPONDING TO 1 LEVEL SUIT OPENER
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0 - 5	Pass
6 - 9	Make weak response
10 - 12	Make positive response and limiting rebid
13 - 16	Make forcing response and drive to game
17+	Make forcing response and explore for slam

### RESPONDING TO 1 CLUB

BID	PTS	SHAPE OF HAND
3NT	13-16	Balanced. No four card major.
3♣	10-12	5+♣, 0-3Maj.
2NT	10-12	Balanced. No four card major. <sup>1</sup>
2♠	17+	5+♠. <i>Strong Jump Shift. Slam interest.</i>
2♥	17+	5+♥. <i>Strong Jump Shift. Slam interest.</i>
2♦	17+	5+♦. <i>Strong Jump Shift. Slam interest.</i>
2♣	6-9	5+♣. 0-3Maj. <i>Weak with support.</i>
1NT	6-9	0-4♣, 0-3Maj. <i>Weak without support.</i>
1♠	6+	4+♠, 0-3♥. <i>Forcing if unpassed hand.</i>
1♥	6+	4+♥. <i>Forcing if unpassed hand.</i>
1♦	6+	4+♦, 0-3Maj. <i>Forcing if unpassed hand.</i>

<sup>1</sup> Some partnerships: 13-16 high card points.

### RESPONDING TO 1 DIAMOND

BID	PTS	SHAPE OF HAND
3NT	13-16	Balanced. No four card major.
3♦	10-12	5+♦, 0-3Maj;
3♣	17+	5+♣. <i>Strong Jump Shift. Slam interest.</i>
2NT	10-12	Balanced. No four card major. <sup>1</sup>
2♠	17+	5+♠. <i>Strong Jump Shift. Slam interest.</i>
2♥	17+	5+♥. <i>Strong Jump Shift. Slam interest.</i>
2♦	6-9	(4)5+♦, 0-3Maj. <i>Weak with support.</i>
2♣	10+	4+♣, 0-3Maj. <i>Forcing if unpassed hand.</i>
1NT	6-9	0-3♦, 0-3Maj. <i>Weak without support.</i>
1♠	6+	4+♠, 0-3♥. <i>Forcing if unpassed hand.</i>
1♥	6+	4+♥. <i>Forcing if unpassed hand.</i>

<sup>1</sup> Some partnerships: 13-16 high card points.

### COUNTING POINTS

- ✓ **High (HCP):** A = 4, K = 3, Q = 2, J = 1.
- ✓ **Long (LSP):** 5 card = 1, 6 card = 2, 7 card = 3.
- ✓ **Short (SSP):** Void = 5, Singleton = 3, Doubleton = 1.
- **Declarer (HCP + LSP):** If declarer in suit contract.
- **Dummy (HCP + SSP):** If dummy in suit contract and have trump support.

### MAJOR SUIT STAYMAN

WHO	BID	PTS	SHAPE OF HAND
Open	1NT	15-17	Balanced. <sup>1</sup> 3+ suits stopped.
Resp	2♣ <sup>2</sup>	8+	4Maj, 4-4Maj, or 5-4Maj.
Open	2♦		No four card major.
	2Maj		4Maj. <i>Bid up line.</i>
Resp	2NT	8-9	Different major. <i>Invites game.</i>
	3Maj	8-9	Same major. <i>Invites game.</i>
	3NT	10-15	Different major.
	4Maj	10-15	Same major.
Open			If invited, determines contract.

<sup>1</sup> **Balanced:** May have a five card minor.

<sup>2</sup> Make a "stolen bid double" if opponent overcalled 2♣.

### MAJOR SUIT TRANSFER

WHO	BID	PTS	SHAPE OF HAND
Open	1NT	15-17	Balanced. <sup>1</sup> 3+ suits stopped.
Resp	2♦ <sup>2</sup>	0+	5+♥. <i>Transfer to hearts.</i>
	2♥ <sup>3</sup>	0+	5+♠. <i>Transfer to spades.</i>
Opener says "transfer" when responder bids.			
Open	Bids two of major suit one rank above responder's bid suit.		
Resp	2NT	8-9	5 card major. <i>Invites game.</i>
	3Maj	8-9	6 card major. <i>Invites game.</i>
	3NT	10-15	5 card major. <i>Invites 4 Maj.</i>
	4Maj	10-15	6 card major.
Open			If invited, determines contract.

<sup>1</sup> **Balanced:** May have a five card minor.

<sup>2</sup> Make a "stolen bid double" if opponent overcalled 2♦

<sup>3</sup> Make a "stolen bid double" if opponent overcalled 2♥

### STRONG TWO CLUBS

WHO	BID	PTS	SHAPE OF HAND
Open	2♣	22+	
Resp	2♦	0-7	Waiting bid. <sup>1</sup>
Open		22+	Bid 5+ card suit (2+ honors).
	2NT	22-24	Balanced. All 4 suits stopped.
OPENER REBID A SUIT AFTER 2♦ WAITING BID			
Resp		0-3	Cheaper minor. <sup>2</sup>
		4+	Raise opener with 3+ card, bid new 5+ card, or no trump.
Open	Sets final contract or explores slam.		
OPENER REBID 2NT AFTER 2♦ WAITING BID			
Resp	3♣	2+	Four card major. <i>Stayman.</i>
	3♦	0+	5+♥. <i>Transfer. Announce.</i>
	3♥	0+	5+♠. <i>Transfer. Announce.</i>
	3NT	2-7	Balanced. No four card major.
Open	Makes convention rebid or passes after 3NT.		

<sup>1</sup> With 8+ points bid 5+ card suit or 2N. *Slam interest.*

<sup>2</sup> Bid 3♣ over 2MAJ, 3♦ over 3♣, 3NT over 3♦.

### CONFIRM CONTROLS FOR SLAM

COMMUNICATION		GERBER	BLACK
Que	How many Aces?	4♣	4NT
Ans	Zero or all four Aces.	4♦	5♣
	One Ace.	4♥	5♦
	Two Aces.	4♠	5♥
	Three Aces.	4NT	5♠

Que	How many Kings?	5♣	5NT
Ans	Zero Kings.	5♦	6♣
	One King.	5♥	6♦
	Two Kings.	5♠	6♥
	Three Kings.	5NT	6♠
	All four Kings.	6♣	6NT